

HM # 25 "Council of Evil" - Pt. 1
Written By: Dean Stefan (SE: DS)
FOURTH+FINAL+RECORD DRAFT 9/16/02

FADE IN:

EXT. ROCKY TERRAIN - DAY

LONG ON ROCKY HILLS - A DARK CLOUD moves thru the sky -- coming closer - and then bursting thru - the EVIL WARRIORS! We barely can see the entire roll call as they ZOOM RIGHT AT CAMERA, but they are: BEASTMAN, CLAWFUL and WHIPLASH on GRIFFINS -- EVIL-LYN, TRAPJAW, STINKOR, TRIKLOPS and TWO BADD on TERRORDACTYLS.

EXT. ROCKY TERRAIN - CONT.

WIDE -on a rocky plateau. THE EVIL WARRIORS land, led by TRIKLOPS.

ON TRAPJAW - getting off his TERRORDACTYL - looking around.

TRAPJAW
So what're we after?

TRIKLOPS - points to a natural narrow pathway leading down to a rocky valley. The valley is very lunar -- full of rocky formations... caves...craters.

TRIKLOPS
Skeletor says there's a cave down
there containing a weapon that's
been hidden away for 1000 years.

WIDE ON GROUP - They start heading down the narrow rocky pathway, leading them into the rocky canyon.

EXT. ROCKY CANYON - CONT.

EVIL WARRIORS reach the bottom of the pathway into the canyon. Look around. They see nothing. They're surrounded by 30 foot high cliffs on 3 sides (the 4th side being the way they entered).

TILT UP - Suddenly MEKEANEK's neck rises -- for just an instant -- from behind a boulder on the rocky cliffs that frame the canyon.

ZOOM ON EVIL-LYN - catching this out of the corner of her eye.

EVIL-LYN
It's one of those infernal Masters.

WARRIORS take a cautious look around -- then suddenly...

MAA, MEKANEK and RAM MAN rise up from the canyon cliffs, weapons pointed downwards.

MERMAN

More than one!

WARRIORS leap behind rocky formations for cover -- ready their weapons, as TRIKLOPS lets loose an OPTIC BLAST.

OTS MAA - ducking the optic blast, then firing down.
MEKANEK is beside him, firing a blaster downward.

MAN AT ARMS

Nice work on reconnaissance,
Mekanek.

MEKANEK - firing down, looking a bit puzzled.

MEKANEK

You'd think Skeletor would *know* we
do regular patrols of this terrain.

WIDEN TO RAM MAN - he rams a large boulder with his head, so it goes rolling down the cliff.

RAM MAN

Yeah, well. He's gettin' sloppy in
his old age.

ON CANYON FLOOR - the large boulder comes rolling down towards WHIPLASH, TWO BADD, EVIL-LYN, making them jump out from behind the boulder where they took cover.

WHIPLASH looks up around, at the canyon cliffs.

PANNING - REVEAL - OTHER MASTERS poised around the perimeter, firing down -- TEELA....SYCLONE...ROBOTO...MAN E FACES...

WHIPLASH

They got us surrounded.

TRIKLOPS - dodging incoming blasts...indicates the direction they entered the canyon -- the narrow pathway -- the one means of escape.

TRIKLOPS

RETREAT!

OTS WARRIORS - racing for the canyon "exit" -- when...

HE-MAN comes dramatically leaping in, to block their path.

HE-MAN
Don't you know it's not polite to
fight and run.

FAST ACTION, QUICK CUTS:

WARRIORS charge at HE-MAN -- first TRAPJAW and WHIPLASH.

CLOSE - HE-MAN ducks WHIPLASH'S tail as he uses his sword to fight against TRAPJAW'S CLAW - CLANK, CLANK -- then kicks TRAPJAW away. At the same instant, he grabs WHIPLASH'S TAIL and uses his mighty strength to fling WHIPLASH backwards --

THE OTHER WARRIORS duck as WHIPLASH flies back and WHOMPS into a rock formation.

MERMAN charges, trident raised. HE-MAN locks his sword with MERMAN'S TRIDENT. They struggle -- He-Man gets leverage -- lifts MERMAN by his trident with his sword -- spins the Evil Warrior -- sending him flying back...

...where MERMAN knocks into TRIKLOPS -- sending them both sprawling backwards into rocky formations.

BEASTMAN -- growls angrily, leaps high into the air.

HE-MAN drops down to his butt, legs coiled inward to his chest...so that when BEASTMAN flies in at him, He-Man uncoils his legs, whomping BEASTMAN - who's sent flying up and backwards.

BEASTMAN arcs downward...on a trajectory for TWO BADD, who REACTS alarmed and jumps clear. But as BEASTMAN hits the ground with an earthshaking THUD, TWO BADD is sent flying anyway.

ON HE-MAN - spinning his sword, resolute, awaiting the next attacker.

THE SIX WARRIORS that HE-MAN just clobbered lie sprawled and dazed on the ground. STINKOR & CLAWFUL look hesitant to attack, as EVIL-LYN pushes between.

EVIL-LYN
Let me show you how it's done,
boys. <ALT: Step aside, boys.>
<ALT: Amateur time is over.>

DRAMATIC - EVIL-LYN raises her staff, ready to unleash something big.

Suddenly, a WHOOSH and STRATOS rockets thru frame and snatches her staff away. EVIL-LYN reacts - stunned.

EVIL-LYN
(stunned bellow) No...!

ZOOM ON CLAWFUL - as he looks towards the opposite direction -- to see:

THE MASTERS are charging down the cliffs, weapons at the ready. WARRIORS are outflanked and outnumbered.

ON CLAWFUL - as he nervously asides to EVIL-LYN.

CLAWFUL
So whadya think our chances are?

INT. ROYAL ETERNIUM PRISON COMPOUND - SOON

MATCHING ON CLAWFUL & EVIL-LYN - as PRISON CELL BARS close on them. <NOTE: make the door of cell sorta high-tech -- bars WHOOSH out, sequentially, vertically & horizontally, forming a criss cross grid>

EVIL-LYN
Does that answer your question?

ANOTHER CELL - as the "DOOR CLOSES" <bars shooting out into a criss cross grid> a few other EVIL WARRIORS behind it.

PAN TO ANOTHER CELL - the rest of the Evil Warrior locked inside. (STINKOR is in his own isolation chamber within the cell.) RACK FOCUS to MAA in f.g. - he looks with satisfaction at the Warriors who are locked up. << Evil-Lyn is in special magical shackles.>>

TRAPJAW - glowering, challenging -- then CHOMPS on the bars of his cell door...only to grimace & grab his jaw in pain.

TRAPJAW
You think you can hold us in this
two bit dungeon? <chomps down>
(pained) Yeeeeooowww!

ON MAA - as he arches an eyebrow.

MAN AT ARMS
Actually, yes. (then) I designed
this entire compound for that very
purpose.

ON MAA - heading away from the cell area, CAMERA DOLLYING BACK as he heads towards us, accompanied by STRATOS.

MAN AT ARMS
Be sure to thank your Kulatak
friends for the generous supply of
Eternium ore.

EXT. ETERNIUM PRISON COMPOUND

WIDE - MAA and STRATOS heading out of the huge compound,
whose entrance is guarded by a few Robo-Guards.

STRATOS
Indeed I will. They'll be pleased
to know we've put it to good use.

INT. SKELETOR'S THRONE ROOM - SAME TIME

WIDE - EVIL WARRIORS in energy manacles <<*this is a scene
that happened earlier*>>> being led, as prisoners on a land
vehicle & flanked by BATTLETANKS, towards the Royal Palace
and the ETERNUM PRISON COMPOUND. MASTERS flank the captured
bad guys, a few ARE ON SKY SLEDS above, some stand on the
hood of BATTLETANKS -- all with weapons drawn, guarding
their prisoners. PULL BACK TO REVEAL - this is being shown
on A DOOMSEEKER SCREEN.

REVEAL - SKELETOR - on his throne, watching this. PANTHOR
BESIDE him.

SKELETOR
All my Evil Warriors, captured.

CLOSE ON SKELETOR - sinister, evil, coy.

SKELETOR
(coy) Awful, isn't it Panthor?

CLOSE ON PANTHOR he GROWLS at CAMERA...

EXT. ROYAL PALACE - LATER

WIDE - ROYAL GUARDS assembled outside the palace.

MAA - giving them an order, as TEELA looks on.

MAN AT ARMS
The king has decreed that the state
of high alert is no longer in force
... You are to immediately report
to your hometowns and villages for
a well-earned leave.

WIDE DOWN ANGLE ON GUARDS - they cheer -- like soldiers
being granted a long waited-for furlough.

GUARDS
<cheers> <WALLAS of joy>

EXT. ETERNIA PALACE - SOON

ROBO-SERVANTS load bags into the back of a ROYAL COACH, PAN
TO SIDE OF COACH - as MARLENA and RANDOR climb in.

MARLENA
Oh Randor, I can't remember how
many years its been since we've had
a real vacation.

RANDOR
With peace in the kingdom, my heart
can travel lightly.

THE COACH heads out, as a CONTINGENT OF ROYAL GUARDS
accompanies the royal coach. BLUR PAN TO:

EXT, MAA'S WORKSHOP - SAME TIME

In f.g. a HOVER-WAGON PASSES CAMERA, revealing VARIOUS ROYAL
GUARDS leaving via various vehicles -- some fly off on SKY
SLEDS, some take off on HOVER WAGONS pulled by ETERNIAN
STEEDS -- the mood is happy -- soldiers on leave.

CAMERA FINDS MAA & ADAM watching this, smiling. TEELA comes
up to MAA, looking concerned.

TEELA
Father, aren't we leaving ourselves
short-handed?

ADAM
(shrugs) Shorthanded for *what*?
With all of the bad guys in lock
up, there's no one left to fight.

ON TEELA - concerned.

TEELA
Skeletor's not locked up.

OTS DOOMSEEKER - peering down, unseen at: MAA, as he nods.

MAN AT ARMS
It would be folly for him to try
and mount an offensive on his own,
and Skeletor knows it.

CUT TO:

INT. SNAKE MOUNTAIN- SAME TIME

SKELETOR sees this on Doomseeker screen.

SKELETOR
<sinister chuckle> How very true.

PANTHOR growls at something at the OS door. SKELETOR looks.

CUT TO: OTS SOMEONE <though we really can't see who or what>
standing in DOOR WAY, looking in at Skeletor, who seems
unsurprised, if not pleased.

SKELETOR
Ah.

EXT. ROYAL PALACE - DAY

ROBOTO is at the site of the Eternian Chess Game -- the huge
pieces set up for a game -- sees MAN E FACES heading his
way. He brightens, eager for a game.

ANGLE - But MAN E is heading towards RAM MAN, who walks thru
the courtyard, whistling, a fishing rod over his shoulder.
MAN E FACES catches up.

MAN E FACES
Going fishing, eh, Ram Man? Mind if
I join you?

MOVING - RAM MAN looks him over, shrugs good naturedly.

RAM MAN
Uh, ya got no rod, Man E.

MAN E pivots to MAN E MONSTER -- as his spear TRANSFORMS
into a club.

MAN E FACES
I got this.

MOVING - RAM MAN nods, smiles and they head off...CAMERA
PUSHES IN ON ROBOTO - who looks deflated. But then, ROBOTO
brightens as he then sees BUZZ OFF flying thru frame --
Roboto indicates the chess game.

ROBOTO
Buzz-Off. Perhaps you'd like to--

BUZZ OFF cuts him short, as he continues flying.

BUZZ OFF

Sorry Roboto. I promised my Queen
<<alt: a basket of>> fresh Viridian
Honeyberries...

ROBOTO nods & deflates. A beat. Then, SYCLONE walks up.

SYCLONE
Care for a game, Roboto?

ROBOTO brightens.

ROBOTO
I would be delighted.

EXT. ABOVE KINGDOM - CONT.

STRATOS soars over the palace, heading off. ORKO flies in abreast, eagerly joining him.

ORKO
Where to, Stratos?

FLYING - FAVOR STRATOS

STRATOS
I have some unfinished business to
attend to in Avion.

STRATOS veers off and pulls ahead -- heading towards CAMERA.
ORKO is left in the b.g, looking deflated. STRATOS arches
an eyebrow and calls back:

STRATOS
(calls) Care to join me?

ORKO - brightens excitedly and zips along to join Stratos.

REVEAL - A DOOMSEEKER hovers by some treetops (or a tower)
unseen by the flying Stratos and Orko.

INT. SNAKE MOUNTAIN - SAME TIME

OTS SKELETOR - seeing Stratos flying on DOOMSEEKER SCREEN.

SKELETOR
And so they scatter...

SKELETOR then crosses to his hovering globe of the planet.
(as in "Courage of Adam") Glowing dots are seen throughout
the planet (indicating the location of various Masters.)

SKELETOR

Who was it that said: "divide and
conquer?" (looks up, coy) Oh. Me.

OTS A FEW HEADS (we will later show who they are) as
SKELETOR stands before the globe and its glowing dots.

UP ANGLE PAST GLOBE - CLOSE ON SKELETOR - his underlit,
hideously sinister visage.

SKELETOR
(giving the order) I have done the
dividing -- now go conquer!

END ACT ONE

ACT TWO

EXT. PALACE GARDEN - LATER

ROBOTO and SYCLONE are seated at the chess area. They react as WARNING ALARMS suddenly go off. Both of them pivot their torsos in unison.

INT. PALACE WAR ROOM - CONT.

TRACK MAA - as he rushes in...stops in front of THE WALL HOLO-MAP - indicating the planet. It's like an Eternian version of Pentagon war room. A number of areas are lighting up, one by one -- indicating activity on several different fronts.

SYCLONE and ROBOTO hurry in & join MAA -- MEKANEK extends his neck in from outside -- thru a window. More areas light up.

MAN AT ARMS
Indications of disturbances
occurring in several sectors of the
planet. Cause, unclear.

MAA looks concerned, turns to SYCLONE and ROBOTO and MEKANEK.

MAN AT ARMS
(apologetically) I know you were
promised some well-deserved rest,
but--

SYCLONE - crisply, duty bound.

SYCLONE
There is no reason to apologize
Man-At-Arms. We know our duty.

ROBOTO
We will each investigate one of the
trouble spots.

EXT. SKY ABOVE PALACE - SOON

3 SKY SLEDS - MEKANEK, ROBOTO and SYCLONE - zoom past CAMERA.

TRACKING - MEKANEK on his sky sled.

MEKANEK
(above the din)
So what do you think is going on?

FLYING - ROBOTO - circuits whirring, "thinking."

ROBOTO

(above the din)
Logic would indicate nothing more
serious than a trade dispute or
perhaps some infighting among
antagonistic villagers.

TRACKING - SYCLONE - nods.

SYCLONE
In any event, a welcome change from
fighting Skeletor's minions.

THE THREE SKY SLEDS - diverge and each swoop off in a
different direction.

EXT. FOREST - SOON

MEKANEK swoops down & lands his sky sled in a forest
clearing, near a river. <same location as "MekaneK's
Lament">

CLOSER - MekaneK gets off his sled. He's on his guard, but
all is quiet.

MEKANEK
Well, if there *was* a disturbance
around here, it's--

MEKANEK suddenly REACTS, as he hears a sound of something
bumping against the riverbank. He turns. He sees:

ON WATER - An EMPTY RAFT knocking into the river bank. It's
the same one that Old Man Marzo traveled on.

MEKANEK
(with a chill) I know that raft...

MEKANEK hears evil chuckles...and spins -- wide-eyed.

MARZO (OS)
<evil chuckles>

EXT. VIRIDAS - DAY

HIGH ANGLE - BUZZ OFF flies out from the forest treetops,
past CAMERA...then CAMERA PIVOTS TO OTS BUZZ-OFF. We see
the Village of Viridas -- on a hill -- in the near
distance, the green Crystal of Prasinus glowing in the
tower.

BUZZ OFF swoops down towards the Viridian fields -- where we
see towering bushes and vines bearing GIANT FRUITS and
VEGETABLES.

EXT. VIRIDIAN FIELD - SOON

BUZZ-OFF stands there and points to a BERRY as a VIRIDIAN WORKER on a ladder picks it from a towering bush -- then tosses it down to another WORKER who places it in a basket that holds several other berries. (They're surrounded by towering bushes, 40 feet high -- think "Children of the Corn" in scale and mood). They stop as they hear a RUSTLING.

CLOSE ON BUZZ OFF - He turns and looks -- no one is there.

THE TWO WORKERS - see something in the other direction, react freaked out and flee. <one jumps off the ladder to flee>

BUZZ OFF sees this and slowly/cautiously turns & REACTS <OMINOUS MUSIC STING> as WE REVEAL - he's face-to-face with a giant leg. He looks up.

UP ANGLE - towering over BUZZ OFF -- is ADZAR (his tormentor from "Buzz-Off's Pride") wearing an evil smirk.

ZOOM ON BUZZ OFF - scowls.

BUZZ OFF

You.

BUZZ OFF raises his stinger. But before he can act--- FROM EITHER SIDE OF BUZZ OFF giant feet crunch down on the bushes...WIDEN TO REVEAL - GIANTS #2 and #3 surround him.

WIDE DOWN SHOT, ZOOMING BACK - the 3 giants surround Buzz-Off.

INT. PALACE WAR ROOM - SAME TIME

A TINY BLIP - indicating an EXPLOSION in Sands of Fire. ALARMS go off.

PULL BACK TO OTS MAA - moving closer to see this on his Holo Map.

ON DOOR WAY - TEELA hurries in. ADAM is behind her.

TEELA

What now?

MAA - turns away from the map, ENGAGES HIS ARMOR.

MAN AT ARMS

Explosion in the Sands of Fire.
I'm going to investigate.

TEELA - ready, eager to come along.

TEELA
We're coming too.

MAA - finished engaging his armor, heads for the door.

MAN AT ARMS
No, Teela. You and Adam stay here.

ON TEELA - protesting.

TEELA
But--

MAA pauses at the door - firmly.

MAN AT ARMS
The new prison compound may be
escape proof, but left unguarded,
would be an open invitation to
Skeletor. <ALT: Escape proof as it
may be, should the new prison
compound be left unguarded,
Skeletor might try something.>

MAA glances at Adam meaningfully. < i.e. So that He-Man
could defend the kingdom if something happens.>

MAA hurries out.

ADAM looks at TEELA and smiles relieved -- plops down in a
chair and stretches his legs.

ADAM
Guard duty. <contented stretching>
We got lucky.

TEELA glares at him, frustrated.

EXT. MOUNTAINS AND EYE OF ZAHRKAIN - SAME TIME

Stratos flies above the mountain tops. Orko is with him. The
Eye of Zahrkain is in the distance up ahead. Stratos
points.

STRATOS
When I last ventured thru the Eye
of Zahr kain, Prince Adam and I
were attacked by Skeletor's forces.

FLYING - ORKO reacts nervously to this, looks up ahead.

ORKO
Really?

FLYING- STRATOS smiles.

STRATOS
Not much chance of that happening
this time, Orko.

ORKO looks relieved -- then brightens, realizing.

ORKO
Oh, yeah. Right!

CUT TO:

EXT. LAGOON - SAME TIME

CLOSE ON RAM MAN - in a boat in the lagoon. WIDEN TO MAN E MONSTER on the opposite end of the boat, which is tilted up, comically, due to Ram Man's weight. MAN E's eyeing the water below, his club at the ready, as if looking for fish to bop.

ON RAM MAN - as he suddenly gets a tug on his line. He brightens excitedly.

RAM MAN
Got something!

THE ROD suddenly bows severely as if he's hooked a whale. RAM MAN struggles to reel it in.

RAM MAN
(with effort) Big something!

RAM MAN continues reeling in his huge "catch" -- but then deflates, as we REVEAL - there's a sea vine on his hook at the end of his line.

RAM MAN
Aw....Just a vine.

THE VINE rises up like a sea serpent behind RAM-MAN...

WIDER - and then all around them, sea vines rise up out of the water, some slithering onto the boat like evil serpents.

CLOSER RAM MAN and MAN-E-FACES - react, freaked out, vines rising up and slithering over and around them. We hear Evil Seed laughing OS...

EVILSEED (OS)
<laughter>

EXT. SANDS OF FIRE - DAY

MAA - in a SKY SLED comes flying in towards the Sands. In the background fire geysers sporadically shoot up. TEELA calls on the comm unit.

TEELA (VO)
Father...

ON MAA - flying.

MAN AT ARMS
What is it Teela?

INT. MAA'S WORKSHOP - CONT.

TEELA is on the comm unit.

TEELA
I don't know what's going on, but I
can't seem to make contact with
any of the other Masters.

MAN AT ARMS
Keep trying.

EXT. SANDS OF FIRE - CONT.

FLYING - MAA wears a grim look, as he sees: A BIG SMOKING CRATER up ahead.

CUT TO: LOW ANGLE - MAA hovers his Sky Sled, near the crater. In the b.g., we see dunes and geysers of fire sporadically shooting up.

CLOSE ON MAA - as he reaches down from his hovering sled, and takes a handful of smoking sand from the crater in his gloved palm, looks it over. Suddenly, he hears a CRUNCHING SOUND of paws walking on sand, and he looks.

ON PANTHOR - padding out from behind a dune. He GROWLS low.

NEARBY ANOTHER HUGE DUNE - explodes outward -- sand flying at CAMERA.

ZOOM ON MAA- his eyes widen.

REVEAL - SKELETOR on his BATTLE CHARIOT (smoke puffing from the ram's nostrils). Smiling evilly as he aims his Havoc Staff.

SKELETOR

Duncan, old chum. Just you and I.
Like in the good old days.

MAA - leaps at the last second -- as a Havoc Staff Blast comes shooting in and blasts his Sky Sled to nothing.

TRACKING - MAA hits the rim of the crater, as the explosion nearly catches him in its wake. He quickly spins, rolls and runs towards the cover of another dune -- firing his WRIST CANNON at OS Skeletor.

SKELETOR easily parries the blasts with his Havoc Staff.

SKELETOR
(taunting) But of course, you
always had "Captain" Randor and his
sword to hide behind. And now, He-
Man.

BEHIND A SAND DUNE - MAA has taken cover. As he starts to peek out to see where Skeletor is, Skel's disembodied voice rings out, more chilling and threatening:

SKELETOR (OS)
You didn't really think you had put
me out of business, did you? After
all, if your accursed *Mystic Wall*
couldn't defeat me...

MAN AT ARMS
(scowls, calling out) --You *will* be
defeated, "Keldor" <alt. Skeletor>.
Just as the Masters defeated your
Evil Warriors.

Suddenly a SHADOW falls on him. He turns.

REVEAL - SKELETOR standing behind him. Before MAA can REACT, SKELETOR aims a HAVOC BLAST....

SKELETOR
Come now, Duncan.

MAA is zapped with Evil Energy and knocked to his knees trapped inside AN ENERGY BUBBLE -- so that he's on the ground in front of Skeletor...pained and unable to move.

SKELETOR - malevolently lit by geysers of fire shooting up around him, smirks at MAA -- helplessly held in the crackling energy bubble.

SKELETOR

Did you think it was *unintentional*
that I dispatched them to an area I
know full well you regularly
patrol?

MAA - eyes the evil one, puzzled and skeptical.

MAN AT ARMS
(pained, puzzled) Why would you-- ?

ON SKELETOR - grinning hideously -- malevolently lit by
flame geysers shooting up around him.

MAA - as the truth dawns on him.

MAN AT ARMS
(realizing) You wanted them
captured. To get us to let down our
guard.

ON SKELETOR - beaming hideously.

SKELETOR
Yes! And you obliged me perfectly.

MAN AT ARMS - -- REACTS angrily -- ENGAGES his WRIST CANNON
and blasts the bubble of evil energy apart.

ANGLE - MAA draws himself up and FAST-ENGAGES all his armor
and weaponry -- CLICK, WHOOSH - shield, mask, arm cannons -
- a walking swiss army knife -- then leaps towards Skeletor.

SKELETOR smiles evilly and points his staff -- hitting MAA
mid-jump.

MID-AIR - ON MAA - as a huge energy blast strikes him,
making all his weaponry get blasted away, like a grenade
blowing apart a tool box.

CLOSE ON MAA'S MACE - as it hits the sand, smoking and
mangled.

REVEAL - - MAA hovers there, sans weaponry -- caught in
Skeletor's levitation beam -- in the smoking battered
remnants of his armor.

SKELETOR - evil smile.

SKELETOR
Oh, and as for your pathetic
Masters?

PUSH IN ON SKELETOR'S EYE, as we DISSOLVE TO:

EXT. LAGOON - CONT.

Ram Man and Man E Faces -- covered with slithering vines, struggle to get free, as their rowboat is being reeled by a giant vine around the bend of the Lagoon Island. (from "Siren's Song.") Man E and RAM MAN react more alarmed to see:

THE VINE that's reeling them is snaking out of the face of a GIANT ETERNIAN WATER FLOWER - it looks ominous.

SKELETOR (VO)

They are, at this very moment...

CLOSER - the flower opens its maw, wide -- it's like the mouth of a shark, drawing the vine and them towards it!

EXT. EYE OF ZAHRKAIN - DAY

STRATOS starts to fly through the Eye of Zahrkain.

SKELETOR (VO)

Being picked off, one by one...

Suddenly a huge WEB opens up -- directly in STRATOS path.

CLOSE ON STRATOS - unable to maneuver fast enough, flies into the web.

ORKO - seeing this, REACTS freaked, halts & hovers in the air.

ON STRATOS - struggling in the web.

EXT. SANDS OF FIRE - CONT.

WIDE ON A SAND DUNE -- as SKELETOR and his RAM CHARIOT burst thru it -- COMING TOWARDS CAMERA -- steam shooting from the Ram's nostrils as flame geysers shoot up all around. <<A BEAM of energy emanates backwards from his Havoc Staff>

REVEAL MAA - above and behind the Ram Chariot, being "towed" along, helpless and immobile inside a hovering ball of evil energy -- <<the ball of energy is tethered to the beam coming off Skel's Havoc Staff>>

MOVING, CLOSER ON MAA - As flame geysers shoot up in the b.g., on his helpless, struggling expression, we...

END ACT TWO

ACT THREE

INT. MAN AT ARMS WORKSHOP - SAME TIME

TEELA is leaned over a workshop comm unit -- a sense of urgency as she tries to get some communication going.

TEELA
Hello? Anybody...?

AT DOOR - as ADAM enters. CRINGER is with him.

ADAM
What's going on?

TEELA - shakes her head.

TEELA
I can't reach any of the Masters or
my father.

ADAM looks at the device, shrugs.

ADAM
Could be a malfunction.

TEELA looks at him, a "gimme a break" expression on her face.

ADAM rolls his eyes.

ADAM
(as if by rote)
Your father's inventions never
malfunction. Point taken.

ON DOOR - Suddenly, ORKO zips in, looking frantic and agitated.

ORKO

This is bad...this is bad... This
is-- unffh..

ADAM has grabbed him mid-air, to calm him.

ADAM
Easy, Orko. What is it? I
thought you were with Stratos.

ORKO
I was-- But -- there was this big
web -- and...and...

INT. CASTLE GRAYSKULL - SAME TIME

SORCERESS looks out the window, as if sensing great evil.

INT. MAA'S WORKSHOP - CONT.

ORKO finishes his rant.

ORKO
...and then something *grabbed* him!

CLOSE ON TEELA - alarmed, but resolute. She grabs her Cobra
Staff (or whips it from her belt buckle)

TEELA
(to Adam) We need to find the other
Masters. They could be in danger
as well--

SORCERESS'S VO rings out -- ADAM is taken by surprise.

SORCERESS (VO)
Prince Adam...a great evil is upon
us.

ADAM
(aloud, blurts out)
What kind?

TEELA frowns as she starts to head out.

TEELA
How should I know? That's what I'm
going to find out.

ADAM looks perplexed for a sec at this confusing
miscommunication, then realizes what he has to do & grabs
Teela.

ADAM

Hold it Teela. Remember what your
father said? We can't leave
Skeletor's men unguarded.

ON TEELA - agitated, frustrated.

TEELA
So what are we supposed to do, *sit*
here, and let our people get
attacked by--...by who knows what?

ADAM - starts for the door.

ADAM
Nope, you're gonna sit here.

TEELA looks at him, incredulous. ADAM heads out the door --
CRINGER is with him.

ADAM
I'm gonna find He-Man.

HOLD ON TEELA - watching him leave, frustrated, ticked off.

TEELA
But--

CLOSE ON TEELA - She sits down in a chair, retracts her
Cobra Staff (or puts it aside), frustrated.

EXT. PALACE - CONT.

ADAM ducks around a corner... CRINGER starts to cower.

ADAM/HE-MAN
By the Power of Grayskull./ I have
the power!

ON CRINGER - as he gets ZAPPED by the power sword and
TRANSFORMS into the mighty BATTLECAT. He ROARS.

ANGLE- He-MAN leaps onto Battle Cat and they race off.

INT. COUNCIL ROOM - SNAKE MOUNTAIN - SAME TIME

CLOSE ON SKELETOR - CAMERA FOLLOWS him as he walks his way
around a cool-looking, oval-shaped council/conference room
with a Snake Motif. As he speaks, slowly REVEAL that he's
addressing various shadowy figures gathered around the
room...

SKELETOR

You have all done your part well.
Everything has gone according to
plan.

OTS MARZO - Standing in a nearby entranceway. As SKELETOR
walks around the room, REVEAL PANTHOR walking alongside him.

MARZO
And a brilliant plan it was, Lord
Skeletor. Luring the Masters of the
Universe into a state of
complacency, then drawing them out
into the open...

OTS SKELETOR - start PAN OF COUNCIL OF EVIL -- starting with
MARZO...

SKELETOR
So that you, my newly formed
Council of Evil, could capture
them, one by one.

PAN TO WEBSTOR - he hovers, hanging by a thread which is
suspended from the ceiling. <<He speaks in an EVIL WHISPER,
as would befit an ancient spider-like creature.>>

WEBSTOR
(admiringly) You do spin a
delicious web of deceit, Skeletor.

ON COUNCIL - nods and evil smiles of agreement.

COUNCIL OF EVIL
<agreeing WALLAS>

SKELETOR - gloating, but with false modesty.

SKELETOR
Yes, well, I do what I can.

ON GIANT #1 - giving more praise to Skeletor. It's like a
testimonial dinner. The Giants stand around the perimeter of
the chamber.

GIANT #1
You're like a genius!

COUNCIL MEMBERS nod and agree even louder.

COUNCIL OF EVIL
<bigger WALLAS of agreement>

PAN TO EVIL SEED - who seems to be rooted into the wall, adding his own "praise". As he does, he waves a root-like appendage...as WE RACK FOCUS TO PANTHOR, who REACTS, like a cat reacting to a dangling string.

EVIL SEED
You're cunning as a root through a
floorboard!

With that, PANTHOR ROARS, leaps & bats at the root-appendage with his huge claw! EVIL-SEED is freaked out by the 'attack'

EVIL-SEED
<freaked out exclamations>

SKELETOR - calls out gently.

SKELETOR
Panthor? Please don't play with
the guests.

PANTHOR backs off, disappointed -- a piece of root in his claw. EVIL-SEED is all shaken and freaked out.

ON GIANT #2 -

GIANT #2
Just one thing. We took care of the
Masters, but what about that "He-
Man?"

GIANT #1 - nods his head.

GIANT #1
Yeah. You know he's gonna try and
rescue this pals.

SLOWLY PUSH IN ON SKELETOR - sinister, cunning.

SKELETOR
Oh, I'm counting on it. <evil
cackles, carrying over to next
scene>>

SMASH CUT TO:

INT. CASTLE GRAYSKULL - DAY

ON SORCERESS - gazing out a "window." We hear Skel's evil cackling in VO. <<Sorceress is not actually hearing it, just sensing the evil>>>

SORCERESS
(grave, urgent) He-Man...Beware...

EXT. ROCKY TERRAIN/DARK HEMISPHERE - SAME TIME

HE-MAN, in a crouch, hair blowing, furiously rides
BATTLECAT, across rocky terrain, heading for the Dark
Hemisphere.

SKELETOR (VO)
<sinister cackling>

CAMERA PIVOTS TO OTS HE-MAN - as he rides BATTLECAT over the
shards of where once stood the Mystic Wall, and into the
Dark Hemisphere. SKELETOR'S CACKLING VISAGE appears SUPER-
IMPOSED over the image, almost taking up the entire screen.
<<it's almost as if He-Man's charging right into Skel's
cackling jaw.>> And on this chilling image, we...

FADE OUT.

THE END (PART ONE)